

Mississippi Stud Poker

RULES FOR MISSISSIPPI STUD POKER

The rules for Mississippi Stud Poker at this casino, set out below, are our commitment to the players in ensuring that the gambling we offer is 'Fair and Open'. Any complaints or disputes should be brought to the immediate attention of Venue Management for resolution.

- Mississippi Stud Poker is a game where the player has to combine their two cards with the three community cards to form a 5-card poker hand.
- Mississippi Stud Poker is played with a standard deck of 52 cards.
- Players must initially place a bet in the 'Ante' betting position.
- A player must place their bets prior to any cards being dealt. No bets can be changed or altered after any cards have been drawn.
- All wagers must be within the specified minimum and maximum bets allowed which are displayed at the table.
- Players are only allowed to play one betting position.
- The wager(s) is valid for one hand only.
- Cards are dealt face down; two to each player and three to the designated Community cards area.
- Once all the cards have been dealt, the players may examine their hands. Players now have the option of either making an additional wager or folding.
- If the player elects to make an additional wager, they can place a bet of one to three times their original 'ante' stake in the '3rd Street' designated betting position.
- If the player elects to fold then their ante wager will be lost and surrendered to the House.
- If players wish to continue in the game they MUST have a '3rd Street wager'.
- When all the players have made their decisions as to whether to fold or continue in the game, the Dealer will then turn over the first Community Card.
- The above process is repeated for the '4th and 5th Street' wagers.
- If at anytime the player elects to fold then their ante wager and any street wagers will be lost and surrendered to the House.
- When the final community has been revealed, the Dealer will determine the players' best possible poker hand by using the ranking below:
 - (A) Royal Flush – Ace, King, Queen, Jack and ten of the same suit;
 - (B) Straight Flush – five cards of consecutive values of the same suit;
 - (C) Four of a Kind – four cards of the same value;
 - (D) Full House – three cards of the same value together with two cards of the same value being different to the first value;
 - (E) Flush – five cards of the same suit;
 - (F) Straight – five cards of consecutive values but of different suits;
 - (G) Three of a Kind – three cards of the same value;
 - (H) Two Pairs – two cards of the same value together with two cards of the same value being different to the first value;
 - (I) One Pair – two cards of the same value;
 - (J) High Card/No pair – the highest value cards of the hand.

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- If the player does not have at least a pair of sixes (6's) or better then all of their wagers will be lost and surrendered to the House.
- If the player has at least a pair of sixes (6's) or better they will be paid the appropriate odds shown below on each of their wagers: i.e. their ante and street bets.
 - (I) Royal Flush (500-1)
 - (II) Straight Flush (100-1)
 - (III) Four of a Kind (40-1)
 - (IV) Full House (10-1)
 - (V) Flush (6-1)
 - (VI) Straight (4-1)
 - (VII) Three of a Kind (3-1)
 - (VIII) Two pairs (2-1)
 - (IX) Pair of Jacks or Better (1-1)
 - (X) Pair of 6's to Pairs of 10's Stand off/Push
- A notice will be displayed at the table indicating the maximum payout permissible.
- The player's cards must remain in full view of the Dealer within the perimeters of the layout and be placed on the table before the Dealer starts to reveal any community cards.
- Players may not exchange or communicate information concerning their respective hands. Violation of this rule may result in the hand being declared void.
- It is the players' own responsibility to establish the value of their own hand.
- If an incorrect number of cards are dealt to either the Dealer or to a player, a misdeal will be called.
- An exposed card on a player's hand does not constitute a misdeal; the Dealer will turn the card over and continue the deal. However, if one or more of the Community cards are exposed then this is a misdeal.
- There will be no side betting amongst the players.

A PLAYER'S GUIDE TO THE HOUSE EDGE

The House Edge is a measure of how much the House expects to win, expressed as a percentage of the player's wager. For example, in a wager with a House Edge of five per cent the player will lose, on average over time, £5 for every £100 wagered. House Edges vary by region, casino and game. In some games, player betting or skills decisions can affect the Edge, but it's important to keep in mind that the House always has some advantage against the typical player.

THE HOUSE EDGE FOR MISSISSIPPI STUD IS 1.58%



Free, confidential advice is also available from the National Gambling Helpline on 0808 8020 133 (24 hours).